

INSTRUCTION FOR:

# OLYMPIC GOLD™

# PERMASTRUCT™

INSTRUCTIONS

HERE'S YOUR  
INSTRUCTIONS!

PERMANENT  
VIDEO GAME  
INSTRUCTIONS

CREATED BY  
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# BARCELONA '92 OLYMPIC GOLD

TMAS-1151

The year is 1992. The place is BARCELONA. The quest is OLYMPIC GOLD!

## USEFUL TOOLS

The **D CONTROL** highlights selections, directs your athlete (hardly), directs the Hammer Throw, sets for a target, alters bar-heights (for archery use **LEFT** **RIGHT**) and sets the height on the "Rule Vault". **BUTTON 1** confirms choices. **BUTTON 2** enters an isolated category or letter and ends your training session. **BUTTON 3** or 2 commences the competition, produces an event, and fires the arrow (in archery). All events are controlled by the use of the **D CONTROL**, and **BUTTONS 1** and **2**. **100M DASH/HURDLES**: Alternately tap **BUTTON 1** and **2**. The **D CONTROL** makes the athlete jump. **HAMMER THROW**: Rotate the disc with **BUTTON 1**. To accelerate the swing, push **BUTTON 1** and **2** then hold while moving your athlete with the **D CONTROL**, across the circle. Release after three swings. **POLE VAULT**: Tap **BUTTON 1** and **2** alternately to run. Push the **DOWN** arrow of the **D CONTROL** to plant the vault. Push the **UP** arrow to launch the athlete. They push **BUTTON 1** to release his hold. **SWIMMING**: Push **BUTTON 1** or **2** to dive. Alternately push **BUTTON 1** and **2** to swim. Use the **D CONTROL** to turn and to fish. **DIVING**: In preparation, **BUTTON 1** and the **RIGHT/LEFT** arrow of the **D CONTROL** will move the springboard. The **D CONTROL**'s **LEFT** = starts the diver. **UP** = makes the forward facing diver jump and **DOWN** commences the dive. The dive: **BUTTON 1** = pike, **BUTTON 2** = tuck. **UP** = straight. **LEFT/RIGHT** = back. **DOWN** = water entry.

## METHOD OF GAME PLAY

Up to four players may compete for Olympic Gold! To play in the language of your choice, highlight a flag, in "Options", the categories are: "Training session" (to practice in any event), "Mini Olympics" (to select events to play), "Full Olympics" (participating in all the events) and "Olympic Records" (to record holders). The difficulty levels are "Club" (beginner), "National" (intermediate) and "Olympic" (professional). There are seven events that will test you and HURDLES 100M! Your player is equipped with a blinking marker. To qualify for the final, you must finish place among the fastest swimmers. **HAMMER THROW**: There are three throws. The top eight throw wins. Take your time with the gauge (upper = spin and lower = release). **ARCHERY**: Consists of three rounds with six arrows, to be fired within one minute. The game screen will show the long-distance target and arrow. An arrow will display your athlete. **POLE VAULT**: A pole height may be accepted with "Vault" or rounded with "Flex". You are given three tries to clear. **DIVING**: The computer may select the type of dive by choosing the arrow representing it, the required divers are one free-style and four set dives. There are five judges making the performance according to timing, style and water entry. **SWIMMING**: The same rules apply here as in the "training".

## HELPFUL HINTS

When you start a Mini Olympics is chosen. Three will come out in any level automatically disqualifies you in the Hammer Throw event, swinging the hammer ten turns will penalize you. In "Archery", adjust your shot according to the wind. In "Diving", a series of jumps with perfect execution of the dive will be demonstrated by the computer. In "Swimming", pushing your athlete too hard will deplete their stamina.

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